

Sith Alchemy: Your knowledge of Sith sorcery allows you to imbue talismans and other objects with the power of the dark side.

Create Sith Talisman: You can spend one Force Point to imbue a portable object with the dark side, creating a Sith talisman that provides offensive strength to a Force power or lightsaber attack. Creating the talisman takes a full-round action. While you wear or carry the talisman on your person, add 1d6 to your damage with Force powers. You gain a Dark Side point when you first put on or carry a Sith talisman. You can have only one Sith talisman active at any given time, and if it is destroyed, you cannot create another one for 24 hours.

Create Sith Weapon: You can alchemically treat a properly prepared weapon to become a Sith weapon. You may spend a Force Point to imbue the weapon with the properties of the Sith alchemical weapon template (this process takes one hour to complete). See **Chapter 5: Equipment and Droids** for information on Sith alchemical weapons.

Prerequisite: Dark Side Adept, Dark Side Master.

NEW PRESTIGE CLASSES

This following new prestige classes are available in the *Knights of the Old Republic* era. In later eras, the Gladiator is less common, and most often found in systems outside direct Imperial control.

**TABLE 3-1:
NEW PRESTIGE CLASSES**

PRESTIGE CLASS	BASIC DESCRIPTION
Corporate agent	Governmentlike agents working for corporations
Gladiator	Underworld combatants who fight for cash or prizes
Melee duelist	Individuals specialized in single combat

CORPORATE AGENT

Interstellar corporations hold a huge amount of power in all eras of play. In some regions, the corporations control enough systems to operate as the de facto government. However, most are spread across countless worlds throughout the galaxy. Their presence varies, ranging from near dominance of a local market, to only a single office, store, or facility. Major corporations have agents of their own, looking after company interests. These agents might specialize in security, fraud, exploration, administration, or many other aspects of management and production. They operate in the open or covertly, normally restricting their activities to keeping an eye on their own company, but corporations can use agents for corporate espionage or even sabotaging competitors.



A CZERKA CORPORATE ENFORCER

**TABLE 3-2:
THE CORPORATE AGENT**

BASE ATTACK		
LEVEL	BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Executive Leadership (1/encounter)
3rd	+2	Talent
4th	+3	Executive Leadership (2/encounter)
5th	+3	Talent
6th	+4	Executive Leadership (3/encounter)
7th	+5	Talent
8th	+6	Executive Leadership (4/encounter)
9th	+6	Talent
10th	+7	Executive Leadership (5/encounter)

Corporate agents might wield as much or more power than government agents. Some agents find that the company is their life. Indeed, with each promotion they might find that the company demands more and more of their time in exchange for increased status, power, and pay.

EXAMPLES OF CORPORATE AGENTS IN STAR WARS

Fiolla of Lorrd, Haydel Goravvus, Jana Lorso, Odumin.

REQUIREMENTS

To qualify to become a corporate agent, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Gather Information, Knowledge (bureaucracy).

Feats: Skill Focus (Knowledge [Bureaucracy]).

Special: Must be employed by a major interstellar corporation.

GAME RULE INFORMATION

Corporate agents have the following game statistics.

Hit Points

At each level, corporate agents gain 1d8 hit points + their Constitution modifier.

Force Points

Corporate agents gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

CLASS FEATURES

The following are features of the corporate agent prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Employment Required

You must retain employment by a major interstellar Corporation to gain new levels of corporate agent. If you leave the company for any reason, you cannot take additional corporate agent levels until you join a new one.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Leadership or Lineage talent trees in the *Saga Edition* core rulebook, or from the Corporate Power talent tree, below. You must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

CORPORATE POWER TALENT TREE

You are an extension of your corporation and wield their power as your own.

Competitive Drive: You are driven to compete and succeed. Once per encounter, you can reroll any Wisdom-, Intelligence-, or Charisma-based skill check (except Use the Force) and take the better result.

Competitive Edge: When you and your allies are not surprised, you and a number of allies equal to your Charisma modifier (minimum 1) that you designate on your first turn gain the benefit of the Quick Draw feat for the remainder of the encounter.

Corporate Clout: You are adept at making deals that make enemies question which side they should be on. Once per encounter, as a standard action, you can make a Persuasion check against the Will Defense of an enemy within line of sight. If your check equals or exceeds the target's Will Defense, the target cannot attack you for the remainder of the encounter. If your check exceeds the Will Defense by 5 or more, the target will not attack you or your allies for the remainder of the encounter, and retreats from the encounter. If your check exceeds the Will Defense by 10 or more, the target's attitude toward you is now Friendly, and the target becomes your ally for the remainder of the encounter, remaining under the control of the Gamemaster. If you or one of your allies attacks the target, the target once again becomes hostile.

If the target is higher level than you, it gains a +5 bonus to its Will Defense.

This is a mind-affecting fear effect.

Prerequisites: Impose Hesitation, Wrong Decision.